

# TANK



TANK  
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The excitement builds as two players race against the clock to amass the largest amount of points before time runs out.

Run the program and a number will appear at random on the playing field.

The first player to drive his tank over this random number will have his score increased accordingly.

Every time points are scored a new number appears on the playing field.

BOTH TANKS ARE KEYBOARD CONTROLLED AS FOLLOWS:

'A'/'J' turns the BLACK/WHITE TANK Counterclockwise.

'D'/'L' turns the BLACK/WHITE TANK Clockwise.

'S'/'K' is the BLACK/WHITE TANK's accelerator.

PROGRAMMA

PRODUCT  
DESCRIPTION